
Subject: Re: Gunning Base Defenses

Posted by [tooncy](#) on Thu, 16 Jun 2005 01:49:34 GMT

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Isn't the script like M04_User_Controllable_Base_Defence or something like that?

Fun fact: Base defences in Renegade were originally supposed to be controlled by the player. From what I can gather, if the player wasn't in the base defence, then the defence would be AI controlled.
